AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A game apparatus used in association with a display, wherein a plurality of players participate and play a game on a display screen displayed on said display, said game apparatus comprising:

one or more game program storage areas ~~for storing~~configured to store a game program;

an operating member ~~operated~~ operable by the player;

number-of-players detection programmed logic circuitry ~~for detecting~~configured to detect the number of players who participate in the game;

screen partitioning programmed logic circuitry ~~for partitioning~~configured to partition a display area included in said display screen by the number of the participating players, and ~~forming~~ configured to form a plurality of divided areas;

game image generating programmed logic circuitry ~~for generating~~configured to generate game images in each of said divided areas allotted to each player based on said game program and an operation from said operating member;

evaluating value setting programmed logic circuitry ~~for setting~~configured to set an evaluating value of each player based on how well each player is doing in the game relative to the other players; and

size changing programmed logic circuitry ~~for changing~~configured to change a size of said divided areas allotted to each player based on said evaluating value.

2. (Currently Amended) A game apparatus according to claim 1, wherein

said screen partitioning programmed logic circuitry is configured to equally ~~divides~~

divide an area of said display area by said number of the participating players, wherein

said size changing programmed logic circuitry ~~changes~~ is configured to change the area

of said divided areas of each player.

3. (Currently Amended) A game apparatus according to claim 1, further comprising

display area rendering programmed logic circuitry ~~for rendering~~configured to render a

circular display area within said display screen; wherein

said screen partitioning programmed logic circuitry is configured to equally ~~divides~~

divide said circular display area rendered by said display area rendering programmed logic

circuitry by said number of the participating players in such a manner that each divided area is

rendered by an angle that passes the center thereof,

said size changing programmed logic circuitry ~~changes~~ is configured to change a center

angle of said divided areas of each player.

4. (Currently Amended) A game apparatus according to claim 1, wherein

said game image generating programmed logic circuitry ~~generates~~ is configured to

generate a changed game image according to a size change of said divided areas by said size

changing programmed logic circuitry.

5. (Currently Amended) A game apparatus according to claim 4, wherein

said game image generating programmed logic circuitry ~~generates~~ is configured to

generate the game image in such a manner as to change a visual range.

6. (Currently Amended) A game apparatus according to claim 1, further comprising

end determining programmed logic circuitry ~~for determining~~configured to determine

whether or not there is a player who ends the game out of the participating players; wherein

said size changing programmed logic circuitry ~~re-divides~~is configured to re-divide said

display area by the number of the remaining players when it is determined by said end

determining programmed logic circuitry that there is the player who ends the game, and

~~determines~~ is configured to determine a size of re-divided areas based on the evaluating value of

the remaining players.

7. (Currently Amended) A game system in which a plurality of players participate and

play a game, and having a video game machine connected to a common display and a plurality of

hand-held game machines including a separate display connected to said video game machine,

said game system comprising:

an exchanging portion ~~for exchanging~~configured to exchange data between said video

game machine and said hand-held game machine; and

an evaluating value setter ~~for setting~~configured to set an evaluating value of each player

based on how well each player is doing in the game relative to the other players; wherein

said hand-held game machine, includes:

at least one first game-program storage area ~~for storing~~configured to store a

program for a player's own hand-held game;

an operating member ~~operated~~ operable by the player;

first game-image generating programmed logic circuitry ~~for generating~~configured to generate a separate game image to be displayed on said separate display based on said program for a player's own hand-held game or an operation from said operating unit; and

said video game machine, includes:

at least one second game-program storage area ~~for storing~~configured to store an operating program for the video game machine and a program for an interlocking game;

number-of-players detecting programmed logic circuity ~~for detecting~~configured to detect the number of players who participate in the game;

screen partitioning programmed logic circuitry ~~for partitioning~~configured to partition a display area included in a common screen to be displayed on said common display in correspondence with the number of the participating players, and ~~forming~~ configured to form a plurality of divided areas;

second game-image generating programmed logic circuitry ~~for generating~~configured to generate game images in each of said divided areas allotted to each player based on the program stored in said second game-program storage area or an operation from said operating member received by said exchanging portion; and

size changing programmed logic circuitry ~~for changing~~configured to change a size of said divided areas allotted to each player based on said evaluating value set by said evaluating value setter.

8. (Currently Amended) A game system according to claim 7, wherein

said evaluating value setter comprises evaluating value setting programmed logic circuitry and is provided in said video game machine,

said first game-image generating programmed logic circuitry ~~re-generates~~is configured to

re-generate said separate game images based on the evaluating value of the player received from

said video game machine by said exchanging portion.

9.　(Currently Amended)　A game apparatus for use with a display, and in which a

plurality of players participate and play a game on a display screen displayed on said display,

said game apparatus comprising:

at least a first game program storage ~~for storing~~configured to store a game program;

an operating member ~~operated~~operable by the player;

number-of-players detecting programmed logic circuitry ~~for detecting~~configured to detect

the number of players who participate in the game;

screen partitioning programmed logic circuitry ~~for partitioning~~configured to partition a

display area included in said display screen by the number of the participating players, and

~~forming~~configured to form a plurality of divided areas;

game image generating programmed logic circuitry ~~for generating~~configured to generate

game images in each of said divided areas allotted to each player based on said game program

and an operation from said operating member;

end determining programmed logic circuitry ~~for determining~~configured to determine

whether or not there is a player who ends the game out of the participating players; and

re-partitioning programmed logic circuitry ~~for re-partitioning~~configured to re-partition

said display area by the number of the remaining players when it is determined by said end

determining programmed logic circuitry that there is the player who ends the game, and ~~allotting~~

configured to allot the re-divided areas to the remaining players in accordance with how the

remaining players are performing in the game relative to one another.

10. (Currently Amended) A game system in which a plurality of players participate and

play a game, and having a video game machine connected to a common display and a plurality of

hand-held game machines including a separate display connected to said video game machine,

said game machine comprising:

exchanging programmed logic circuitry for exchangingconfigured to exchange data

between said video game machine and said hand-held game machine; wherein

said hand-held game machine, includes:

at least a first game-program storage area for storingconfigured to store a program

for a player's own hand-held game;

an operating member operated operable by the player;

first game-image generating programmed logic circuitry for generatingconfigured

to generate a separate game image to be displayed on said separate display based on said

program for a player's own hand-held game or an operation from said operating member; and

said video game machine, includes:

at least a second game-program storage area for storingconfigured to store an

operating program for the video game machine and a program for an interlocking game;

number-of-players detecting programmed logic circuitry for detectingconfigured

to detect the number of players who participate in the game;

screen partitioning programmed logic circuitry for partitioningconfigured to

partition the display area included in a common screen to be displayed on said common display

in correspondence with the number of the participating players, and ~~forming~~ configured to form

a plurality of divided areas;

second game-image generating programmed logic circuitry ~~for~~

~~generating~~configured to generate game images in each of said divided areas allotted to each

player based on the program stored in said second game-program storage area or an operation

from said operating member received by said exchanging portion;

end determining programmed logic circuitry ~~for determining~~configured to

determine whether or not there is a player who ends the game out of the participating players;

and

re-partitioning programmed logic circuitry ~~for re-partitioning~~configured to re-

partition said display area by the number of the remaining players when determined by said

determining portion that there is the player who ends the game, and ~~allotting~~ configured to allot

the re-divided areas to the remaining players in accordance with how the remaining players are

performing in the game relative to one another.

11. (Currently Amended) A <u>non-transitory </u>computer readable storage medium that

stores an executable game program ~~for changing~~configured to change a plurality of divided areas

on a display screen in a game apparatus that is provided to be associated with said display, and a

plurality of players participate in a game and operate an operating member so as to play the game

on said display screen displayed on said display, said game program allows a computer of said

game apparatus to execute ~~the steps of~~steps comprising:

detecting the number of players who participate in the game;

partitioning the display area included in said display screen by the number of the

participating players, and forming said plurality of divided areas;

generating game images in each of said divided areas allotted to each player based on an

operation from said operating member;

setting an evaluating value of each player based on how well each player is doing in the

game relative to the other players; and

changing a size of said divided areas allotted to each player based on said evaluating

value.

12. (Currently Amended) A non-transitory computer readable storage medium that

stores a game program ~~for changing~~configured to change a plurality of divided areas on a

common screen in a game system having a video game machine connected to a common display,

and a plurality of hand-held game machines including an operating member operated by a player

and a separate display connected to said video game system, wherein a plurality of players

participate and play the game on said common screen displayed on said common display and a

separate screen displayed on said separate display,

said game program allows a computer of said hand-held game machine to execute ~~the~~

~~steps of~~steps comprising:

transferring an operation from said operating member to said video game

machine; and

generating a separate game image to be displayed on said separate display based

on the operation from said operating unit; and

said game program allows a computer of said video game machine to execute ~~the steps~~

~~of~~steps comprising:

receiving an operation from said hand-held game machine;

detecting the number of the players who participate in the game;

partitioning a display area included in said common screen in correspondence

with the number of the participating players, and forming said plurality of divided areas;

generating game images in each of said divided areas allotted to each player based

on an operation received by said operation receiving step;

setting an evaluating value of each player based on how well each player is doing

in the game relative to the other players; and

changing a size of said divided areas allotted to each player based on said

evaluating value.

13. (Currently Amended) A <u>non-transitory</u> computer-readable storage medium that

stores an executable game program ~~for changing~~configured to change a plurality of divided areas

on a display screen in a game apparatus for use with a display, and in which a plurality of players

participate in a game and operate an operating unit so as to play the game on said display screen

displayed on said display, said game program enabling a computer of said game apparatus to

execute ~~the steps of~~steps comprising:

detecting the number of players who participate in the game;

partitioning a display area included in said display screen by the number of the

participating players, forming said plurality of divided areas;

generating game images in each of said divided areas allotted to each player based on an operation from said operating unit;

determining whether or not there is a player who ends the game out of the participating players; and

re-partitioning said display area by the number of the remaining players when determined by said determining step that there is a player who ends the game, and allotting the re-divided areas to the remaining players in accordance with how the remaining players are performing in the game relative to one another.

14. (Currently Amended) A computer-readable storage medium that stores an executable game program for changingconfigured to change a plurality of divided areas on a common screen in a game system having a video game machine connected to a common display, and a plurality of hand-held game machines including an operating unit operated by a player and a separate display connected to the video game machine, wherein a plurality of players participate and play the game on said common screen displayed on said common display and a separate screen displayed on said separate display,

said game program enabling a computer of said game apparatus to execute the steps ofsteps comprising:

transferring an operation from said operating unit to said video game machine; and

generating a separate game image to be displayed on said separate display based on the operation from said operating unit; and

said game program enables a computer of said video game machine to execute ~~the steps~~ ~~of~~steps comprising:

receiving an operation from said hand-held game machine;

detecting the number of players who participate in the game;

partitioning a display area included in said common screen in correspondence with the number of the participating players, and forming said plurality of divided areas;

generating game images in each of said divided areas allotted to each player based on an operation received by said operation receiving step;

determining whether or not there is the player who ends the game out of the participating players; and

re-partitioning said display area by the number of the remaining players when determined by said determining step that there is a player who ends the game, and allotting the re-divided areas to the remaining players in accordance with how the remaining players are performing in the game relative to one another.

15. (Currently Amended) A method of representing relative game progress in a competitive game displayed on at least one display screen, the method comprising:

partitioning the display screen area into plural partitions;

assigning each partition to a different player in one-to-one correspondence so that each player is assigned exactly one partition;

determining, as the game progresses, how each player is performing relative to the other players, based on game factors other than the size of a player's partition; and

dynamically changing the relative sizes of the display screen partitions, based on how

each player is performing in the game as determined by the determining, such that the players are

given a visual indication of their relative performance within the game through the size of the

display screen area allocated to them, such that a first player who is beating a second player in

the game is allocated a larger display screen partition than the second player.